



# Concordance of the Order of the $\delta_{30}$

**Being In The Main A Collection of Random Tables and House Rules for  
Use With Any Fantasy Role-Playing Game Utilizing the Venerable  
Thirty-Sided Dice**

**Compiled by David Larkins**

**With Special Thanks to Matthew Schmeer**

## Foreword

This compilation came about at the suggestion of Matthew Schmeer. The Order of the d30 meme, [hosted at my blog](#) "The RPG Corner," has grown by leaps and bounds since it got started Thanksgiving Weekend, 2008. Along with the ubiquitous house rule, many members of the Order, having dusted off their own Thirties, have posted tables or other house rules utilizing the d20's big brother. Here, then, is a collection of some of those tables, products of the fecund hive-mind that is the RPG blogosphere.

David Larkins  
March 12, 2011

## Introduction: "By this dice, conquer."

### *Origins of the Order*

By Zachary Houghton

<http://www.rpgblog2.com>

It all started with a post on [Jeff's Gameblog](#) about [his using a d30 in a houserule](#):

"The Big Purple D30 Rule: Once per session each player may opt to roll the Labyrinth Lord's big purple d30 in lieu of whatever die or dice the situation normally calls for. The choice to roll the big purple D30 must be made before any roll. The d30 cannot be rolled for generating character statistics or hit points".

Soon after, we see [this post](#) from sirlarkins at [The RPG Corner](#):

"The Big Emerald D30 Rule: Once per session each player may opt to roll the referee's big emerald d30 in lieu of whatever die or dice the situation normally calls for. The choice to roll the big emerald D30 must be made before any roll. The d30 cannot be rolled for generating character statistics or hit points".

I commented on both posts on how I also used the d30 in a similar manner in my campaign:

(Quote from our houserule wiki [offline]):

"d30 Rule: Once per game session, a player may choose to roll a d30 instead of any normal dice roll. This cannot be used for any purpose during character creation or for hit point rolls".

Because of this exemplary use of the d30, Jeff Rients has made the following announcement on The RPG Corner:

*"I now declare the Order of the d30. You and Zach are both authorized to go forth and be awesome in the name of the thirty sider."*



## **ze bulette (Rob Hewlett)**

<http://dungeonsndigressions.blogspot.com/>

### ***d30 Table of Random City Events:***

01. The beggars are rioting.
02. Music festival – streets are rife with dirty bards and guitars.
03. Street market sale – All non-combat adventuring gear 30% off.
04. That whore won't let go of your arm. Her pimp watches from afar.
05. Caught urinating on the wrong side of street/town – Pay fine.
06. Spotted by someone who saw you buying drinks at the tavern the other night: New best friend!
07. Upper Class funeral procession.
08. Heavy precipitation – streets deserted (20% chance of catching a disease).
09. Wandering prophet encounter.
10. Captured monster escapes from cage! Entire city in panic. Reward offered.
11. Jails overcrowded – major furlough. Increased chance of picked pockets.
12. Major speech today by city official.
13. Parade - Militia and constabulary review. Increased chance of robberies/burglaries.
14. Brew festival – Streets filled with drunken revelers.
15. Fire! All able bodied individuals expected to help with bucket brigade.
16. Invited to join street side game of craps (see page 215 of 1e DMG).
17. The local idiot has taken quite a liking to you.
18. Palm reader offers “discounted” reading.
19. Public hanging – free entertainment for the whole family!
20. Jousting tournament – first timers welcome.
21. Traveling Freak Show visiting.
22. Everyone's talking about those highway robberies. All goods at +30% cost.
23. The army/navy needs soldiers/sailors. Pressed into short term duty.
24. Mistaken identity – accused of being adulterer/father/debtor/murderer/thief.
25. Windfall – Dapper Dan dropped his wallet while getting into his carriage.
26. Royal/Religious emissaries from a distant land visiting: cultural XP opportunity.
27. Major caravan leaving town – now hiring guards/escorts.
28. Unbelievably attractive person just made eyes at you from across the street – or did they?
29. Crime lord assassinated – gang warfare, curfew set.
30. Ergot poisoning! Streets filled with hallucinating bread eaters (and hallucinations).

### *d30 Table of Taxes, Fines, Tariffs, and Fees*

01. *Entering the City/Kingdom Fee*. "We like people to prove they have some money and won't be a drain on the economy should they need to be thrown in jail, executed, and disposed of."
02. *Sales Tax*. On Everything. Varies by locale. Fun to announce just after the party has carefully calculated exactly what items they need and can afford.
03. *Firewood Tax*. "Look around - Notice how we're starting to run a little short on trees around here? We don't appreciate outsiders warming their backsides with our wood." Yeah, those torches count.
04. *Smoke Fine*. "We got a bad pollution problem in this valley mister! You can only burn on the days specified on the public notice posted in the town square. You might want to check there frequently, as the days may change without much (any) notice."
05. *Employer Tax*. (per hireling)
06. *Slave Tax*. Fixed amount per slave, levied once per year. "Hey, we're trying to outlaw it here! This is our way of *progressively* instituting a ban." Only an evil PC would keep a slave anyway, so you've probably nothing to worry about.
07. *Hunting/Fishing Permit Fees*. "That there's *our* game!"
08. *Tavern/Inn Taxes*. Ostensibly to pay for periodic "health" inspections, state-run vermin exterminations... all part of the King's Health Plan. Conveniently taxes travelers instead of townees.
09. *Fines to Help the Poor*. Or rather, to help us pay for their transport out of town, or for their imprisonment. This is usually levied by a tax collector posing as a beggar - if you don't at least offer something, you'll be fined. Yes, it's hard to tell the difference between beggars and tax collectors, especially since some of those darn beggars are *corrupt!* At least the locals mostly know the real McCoy.
10. *Army/Militia Tax*. Barracks upkeep, pay, outfitting, and sometimes to keep from being conscripted.
11. *Brothel Tax*. Levied only on customers of course. Part of the King's Health Plan.
12. *Unbound Weapon Fine*. Applies to spears, polearms, battleaxes, etc. whose blades aren't bound with cloth and twine.
13. *Unsheathed Weapon Fine*. I mean, really. Put that away.
14. *Corpse Disposal Fee*. "These things don't just magically disappear all on their own you know."
15. *Horse Tax*. Also known as the shit shoveling tax.
16. *Inheritance Tax*. "Your hireling told us that the magic user just inherited the dead fighter's possessions...Um yeah, we're gonna need a full accounting of those..."
17. *Potions Tariff*. "Well, really it's a liquor tariff, but we're gonna tax those potions too - unless you don't mind us testing a few to make sure they're not booze?"
18. *Toll Bridge*.
19. *Toll Road*.
20. *Toll Dungeon*. "You dungeoneers waltz in here with your whistle britches and fancy armor, throwing around yer money and thinking you can buy anything or anyone you want!"
21. *Census Tax*. You are taxed because you had to be counted, we had to pay the counters, and we had to count how many people there are to know how much to tax

everyone.

22. *Retirement Tax*. "Not for you silly! For the guild masters."

23. *Beard Tax*. That's right, if Henry VIII could tax beards, so can we. Dovetails nicely with the local prejudice against dwarves in these parts.

24. *Paper Tax*. There's a paper shortage! Can't pay the tax? Sacrifice your book for paper recycling. Why is there a paper shortage? "We need it to track tax collection and those who haven't paid!" Yes, that scroll counts too.

25. *Rations Tariff*. Because "We support our local agriculture!"

26. *Gambling Winnings Tax*. Fun to announce just after the party decides to collect their winnings and leave.

27. *Property Taxes*. How nice that you could finally afford your own stronghold/tower/fortified building/etc. Pity you haven't paid the king anything for it - annually, by the square foot.

28. *The King's Health Plan Tax*. "Who do you think pays those clerics when the poor can't afford it? What do you want, a plague?"

29. *Thieves' Guild "Insurance" Fee*. Pay now or pay later, your choice. You don't want to have to worry about pickpockets do you? Or about a group of well armed thugs jumping you at night, twisting a knife in your back, and taking all your possessions? Recurring fee on an irregular schedule.

30. *Tobacco/Halfling Pipeweed Tax*. Part of the King's...oh you know the drill. Also, beware of number 4 above.

## ChicagoWiz (Michael Shorten)

<http://oldguyrpg.blogspot.com/>

### *OD&D Psionics:*

1. Figure out if you have psionics - prereq is a 13+ INT. **1 in d30** gets you the freaky mind! A WIS of 16+ and/or CHA of 16+ adds +1 to your chances, cumulative. A person could have a **3 in 30** if they have high enough stats.
2. You have 4 powers - Mind Blast (like the mind flayer), ESP (like the spell) and Charm Person (like the spell). You also have Telekinesis (like the spell). You can use the number of powers per day as your level/3 (rounding rules apply) - if you are 10th and above, you get a flat 4 times per day. So choose wisely at first level.
3. To attack, you declare like a spell and let your mind do the talking. The target makes their save based on the chart above. Your powers are limited to 60'. If they save, you are stunned for 3 rounds (in combat use) or 3 turns (non-combat use). If the target fails, the power works (per spell description or Mind Blast - which we would redo the chart).

### *Whimsical Encounters Table*

Roll 1d30 on this table when appropriate or you don't want to have a fighting random encounter. All items found (that don't vanish) are worth 1d30 gold coins.

01. 1d30 arrows with ribbons stuck in a tree.
02. A small thunderstorm cloud right over the players and follows them for 1d30 turns.
03. Several carved laughing troll heads made of wood.
04. Sparkles flicker in the distance.
05. A sack of food with a note: "Enjoy the feast!"
06. A vision of a unicorn far off, never seen again.
07. A lost child performs an augury, then runs away and vanishes.
08. A lost dungeon dog becomes a loyal companion.
09. A circle of candles around a small pile of coins.
10. A jug of potent hooch (+1 to dmg, -1 to hit for 1d30 turns)
11. A random demihuman or humanoid type creature from your wandering monster tables is sitting on a rock, peacefully smoking a pipe.
12. Mysterious music and the vision of a feast far off in the woods, which vanishes when the players approach
13. A brook that literally babbles about nonsensical topics that apply to the surrounding area
14. A rabbit orgy of 2d30 participants.
15. A path of intricately carved stone steps that leads nowhere, travelers on it gain 1d4 hp (healed and/or temporary bonus) only once in their lives.
16. A imp flies out of reach, tormenting the players until they attack it, then it flies away, leaving a Stinking Cloud in their midst.
17. The remains of a picnic lunch and an obvious amorous getaway with clothes strewn about.
18. A tiny chessboard with pieces that move on their own performing battles when capturing. It vanishes when the game is done or the pieces removed.
19. A fancy tea setting that fills itself and refreshes the party. Once they are finished, the teaset becomes a child's toyset.
20. A tiny dragon has a conversation with the party and then vanishes with a literal *poof!*
21. An pair of amorous dryads are interrupted and run of in embarassment, laughing. They drop 1d4 small gems.
22. A traveling magic performs card and sleight of hand tricks for the players and provides them with rumors. He leaves and disappears when out of sight. Party is missing 1d30 gold coins.
23. The party camps next to where 1d30 will-o-whisps peacefully perform a seasonal dance all night and disappear. Party can't sleep, but is entirely refreshed (including HP).
24. Party stumbles onto a wild animal mating fight. Use your wandering monster table to determine animal type.
25. A fountain sits in the middle of a tiny clearing, carved in a very ancient manner.
26. A moss covered treasure map is stuck to a tree with an old rusty dagger. It leads to treasure valued 1d30x100 gold coins.
27. 1d30 trollkins are having a picnic and invite the players to play field games with



them. If attacked, their full sized parents come to protect them. (2 per trollkin)

28. Players stumble onto remains of a fairy egg hunt - 1d30 eggs worth 1 gold coin each.

29. Players are requested to be the jury at a nixies trial for theft.

30. The party finds themselves in a field of intoxicating/hallucinogenic flowers.

## Spawn of Endra

<http://carterscartopia.blogspot.com/>

### *Alaxxx's Zib Flobble* (Magic-User spell)

Level: 3

Range: sight.

Duration: instantaneous.

Invented by the mad Achelonian wizard Alaxxx Leprongo Kulikkx, the Zib Flobble spell allows any character or NPC creature the caster chooses (except himself) to roll the referee's d30 in lieu of whatever die or dice the situation normally calls for. The choice to roll the d30 must be made before any actual rolling has occurred. The d30 cannot be rolled for generating character statistics or hit points, nor can the Zib Flobble affect the outcome of secret rolls by the referee. d30 roll substitutions granted by the Zib Flobble spell do NOT count against the d30 roll allotted each player once per session (see forthcoming Arandish Campaign House Rules). Unless the target possesses some special means for detecting magical curses, he/she/it will have no way of knowing that Alaxxx's Zib Flobble has been cast upon him/her/it.

### *Alaxxx's Zib Floogle* (Magic-User spell)

Level: 3

Range: sight.

Duration: instantaneous.

Another of Alaxxx Leprongo Kulikkx's odd fate-changing spells, the Zib Floogle spell allows the caster to roll 1d30 and subtract the result from any other character's or NPC's (but not his own) just-completed roll. This spell's effect does NOT extend to any secret rolls made by the referee, and the Zib Floogle spell cannot be used against someone rolling for generation of character statistics or hit points. Unless the target possesses some special means for detecting magical curses, he/she/it will have no way of knowing that Alaxxx's Zib Floogle has been cast upon him/her/it.

## Carter Soles

<http://carterscartopia.blogspot.com/>

### ***30 Tavern Patrons***

*Note: all NPCs are assumed to be human unless otherwise specified.*

01. A competent scout / guide approaches the party offering his/her services.
02. An eccentric scout / guide approaches the party offering his/her services.
03. A group of three dwarven miners sits at a table, drinking ale and talking amongst themselves.
04. A solitary young woman with a learned look sits nervously at a table. She is a 3rd level Magic-User on the run from the Council or Noffellian authorities, and if approached in the right way, might hire the party as bodyguards to escort her to the next town.
05. A drunkard approaches the party and shares a [true] local rumor.
06. A very erudite journeyman sage shares a [false] local rumor for 1gp.
07. A young local scoundrel / cutpurse shares a [true] local rumor for 1gp.
08. At a nearby table, a 1st Level gnome illusionist is using his change self spell to appear human, allowing him to eavesdrop on another table of humans nearby.
09. A Noffellian 6th Level fighter, who is an agent of the Noffellian High Guard, enters the tavern, scopes out the main room, and then circles the room, giving various patrons a description of someone the party knows and asking if they know where s/he is.
10. A drunk blacksmith approaches the party looking to start a fight with one of its members. Armed only with a dagger, the blacksmith fights as a 1st Level fighter.
11. A minstrel plays a song for the party then demands 1gp.
12. A group of rowdy Mizarian barbarians is giving the tavern staff a hard time, and will attack anyone else who intercedes or intervenes.
13. A persistent traveling salesman attempts to sell the party some stolen goods for half their list price.
14. A 5th Level Magic-User approaches any arcane magicians in the party and cautiously sounds them out about their opinions about the Council and the Invisible Hand; he is a recruiter for the latter.
15. A rodian 2nd-level illusionist uses change self to impersonate someone the party knows, in order to lure one or two party members outside where the rodian and his colleague, a female rodian 3rd-Level rogue, mug them.
16. Four richly dressed merchants get drunk at a nearby table, and eventually all but one of them leave, and the remaining fellow passes out. The merchants each have 10-60gp on them.
17. A man with an eyepatch enters the bar, approaches the characters, mumbles something about being followed, and drops a bag on the PC's table. He then exits the tavern in a hurry. Once on the street, he is followed by two assassins, who kill him on the next block. The bag contains 50gp and an idol. [GM note: Customize the idol or item in the bag to function as an adventure hook in your campaign.]
18. A well-known local woman adventurer (Ftr - 2) enters tavern, swoons, and falls to floor clutching her neck. She is dead, having quite recently been sucked dry by a vampire. She will arise as vampire spawn tomorrow.
19. A Kaladarian exotic weapons buyer will haggle with any PCs who have ornate or

magical weapons, trying to buy their items off them.

20. The barmaid is actually an assassin (Level 4) hired to kill one of the party members.

21. A pair of lovers at a nearby table is actually a duo of spies hired to follow the party.

22. There is an invisible illusionist / rogue (Levels 2 / 2) picking pockets in here.

23. An insane hill troll attacks the tavern, ripping off the front door and attacking those nearest within.

24. A local farmer is selling the sexual favors of one of his sheep, 5gp per go-round.

25. The security chief (Ftr-5) for a merchant caravan passing through town is hiring mercenaries to work as caravan guards.

26. An agent of an organization hunting / opposing the party or its employers sees the party, then exits the tavern hurriedly to go report to his / her superiors somewhere nearby.

27. A jealous, hot-tempered local merchant mistakes a party member for his / her spouse's illicit lover and challenges the character to a fight.

28. A group of five Noffellian soldiers drink and talk boisterously at a nearby table.

Anyone who appears too obviously to be an arcanist will get harassed, even threatened by this group.

29. A large cloaked figure enters the tavern and heads to the bar, where, after a few heated exchanges with the bartender, he throws back his hood, draws a battle axe, and kills the bartender. The stranger is a hobgoblin. After killing the barkeep, he will make for the exit and leave if unopposed.

30. The barkeep takes an instant dislike to the party (or at least some of its members) and refuses the party service.

### ***Swamp Encounter Table***

01. Swamp Troll
02. Swamp Troll
03. Black Dragon
04. Carnivorous Beetle
05. Spitting Beetle
06. Babbler (see Fiend Folio p. 13)
07. Ghoul
08. Giant Bat
09. Giant Killer Bee
10. Giant Toad
11. Giant Toad
12. Troglodyte
13. Stirge
14. Boar
15. Carcass Scavenger
16. Giant Centipede
17. Giant Carnivorous Fly
18. Giant Leech
19. Ogre
20. Insect Swarm
21. Rat
22. Giant Rat
23. Thork (see Fiend Folio p. 88)
24. Orc
25. Owlbear
26. Berserker
27. Brigand
28. Brigand
29. Fugitive Magic-User
30. Vendetta Seeker (vs. the guide)\*

\* This can be any type of monster or NPC that the guide, barge captain, or other significant NPC has wronged / made an enemy of in the past. The creature will attack the guide as well as the party indiscriminately.

### ***Forest Encounter Table***

01. Bear, Grizzly
02. Bee, Giant Killer
03. Bugbear
04. Cat, Panther
05. Dwarf
06. Elf
07. Ghoul
08. Hobgoblin
09. Lycanthrope, Werewolf
10. Brigand
11. Brigand
12. Lone Mad Hermit
13. Local Patrol
14. Local Patrol
15. Ranger
16. Ogre
17. Ogre
18. Orc
19. Owlbear
20. Roc, Small
21. Snare: One PC rolls initiative vs. the snare and is caught if s/he loses. The trappers (50% chance human brigands, 50% chance tree trolls) appear swiftly and attack.
22. Spider, Giant Black Widow
23. Troll
24. Troll
25. Wight
26. Wolf
27. Wolf, Dire
28. Encounter a Ruin\*
29. The party stumbles across a partially decayed corpse
30. A dying Magic-User propped against the base of a tree hands a party member an indecipherable scroll, then perishes

\* I suggest using the Random Ruin Generator by Robert Lionheart, Knockspell #3.

### *Mountains Encounter Table*

01. Ape, Albino
- 02
03. Bear, Grizzly
04. Beetle, Spitting
- 05
06. Bulette
07. Cat, Mountain Lion
08. Cat, Sabre-Tooth Tiger
09. Cyclops
10. Cyclops
11. Dragon, Red
12. Dragon, White
13. Dwarf
14. Giant, Hill
15. Giant, Stone
16. Griffon
17. Hobgoblin
18. Hobgoblin
19. Lycanthrope, Werewolf
20. Brigands (30% that the band includes dwarves)
21. Ranger
22. Morlock
23. Neanderthal
24. Ogre
25. Orc
26. Roc, Giant
27. Troll
28. Troll
29. Wolf, Dire
30. Yeti

*The Glass Spire*  
*Magical Location*

The Glass Spire is actually the ruin of an elven tower that was destroyed in a battle with the forces of Chaos 500 years ago. Magical effects which include the Glass Spire in their area of effect are refracted by the tower. Due to the residual effects of the destruction of the tower, it is impossible to determine how the magic will be changed.

Roll on the following chart to determine effects of magical powers that include the tower in their area of effect.

01. Double area of effect
02. Duration doubled
03. Effect is repeated the following round
04. Effect is delayed 1d6 rounds
05. Area of effect reduced 50%
06. Area of effect is now covered in blooming violets
07. Area of effect is now covered in blooming violets, and spell goes off as normal
08. Sparks fly from casters fingers, causing 1d4 points of electrical damage to anyone within 10' of the front of the caster
09. Everyone in the area of effect loses their hair
10. Everyone in the area of effect glows as per the light spell
11. Everyone in the area of effect falls asleep as per the sleep spell, without any hit dice limitations
12. Spire glows momentarily, no other effect
13. Everyone in the area of effect is healed 2d6 hit points.
14. Summons a thunderstorm which will arrive in 1d20 rounds, and will continue till the next morning.
15. Caster is sent forward 1d10 rounds into the future
16. Caster is sent forward 1d10 turns into the future
17. Everyone must make a saving throw vs. spells or be sent 3d6 rounds into the future (roll individually for everyone that fails their save)
18. All of the casters possessions are teleported into a pile 10 feet behind the caster
19. Everyone in the area of effect shrinks 1d4+1 x10% (20%-50%)
20. Anyone who has died within the area of effect is raised as a wight who will attack the nearest living being
21. Spire lashes out with magical energy. Treat as a 7hd monster attacking everyone within the area of effect. Anyone struck takes 2d4 points of magic damage and is paralyzed for an equal number of turns
22. Everyone in the area of effect is teleported 2d20 yards away from the spire
23. Everyone in the area of effect must make a saving throw vs poison or suffer a -2 to all rolls for 1d6 turns
24. Everyone ages 1d20 years
25. A cloud of moths swarms the area. Everyone is considered to have 3/4 cover.
26. The entire area of effect catches fire for 1 turn
27. Multicolored lights flash brightly, everyone in the area of effect is blinded for 2d6 rounds



28. Summons a Giant Killer Rabbit (treat as a Boar)
29. Area of effect is covered in slippery flammable slime
30. Area of effect is protected as both a Protection from Evil and a Protection from Good spell

### *You found what in the wastes?*

Random items encountered in the wastes

01. Refrigerator with a body sealed in it.
02. Childs rag doll with 4 legs
03. Android head
04. Pile of dung, a large pile of dung
05. Abandoned Manthill
06. Boat
07. Two dead batteries
08. Small cardboard box with a deck of cards (roll a d6 – 1 adult, 2 basic, 3 tarot, 4 most wanted, 5 1999 baseball set, 6 your favorite tv show)
09. Diary
10. Cat collar w/ id tag
11. Case of shattered mugs w/ corporate logo
12. Tool box w/ basic tools
13. Garden shed/gazebo
14. Exposed basement/foundation
15. Acme safe (at least 5' tall)
16. Destroyed giant bee hive – human body covered in honey inside it
17. Guinea pig colony – alive and well!
18. Tall enclosed cart, filled with blue scrubs of various sizes, many destroyed by rodents
19. Airplane tail (this could be a cessna or a 747)
20. A folding chair under an awning of corrugated tin
21. Crashed satellite
22. Cargo container – someone lives here
23. Cargo container – giant hole blasted in the side
24. Hoverdroid spinning in a 5' circle about 35' above the ground
25. Playground – melted
26. Crudely sculpted spidergoat
27. Campsite – tent, fire pit with cooking fire & charred spidergoat
28. Rusted out VW Bug
29. Gun case – full of painted 15mm minis
30. Katrina trailer – pristine condition, poisonous.

## Jeff Rients

<http://jrients.blogspot.com/>

### *Off-screen Activities*

"Hey, DM! Bob's missed the three previous sessions. What has his PC been up to while the rest of us have been adventuring?"

01. *Carousing*: Hell of a hangover.
02. *Protracted Siege*: Learned a little bit about catapults, siege towers, etc.
03. *Minor War*: On losing side.
04. *Pilgrimage*: Either spiritually enlightening or an excuse for a vacation.
05. *Visiting Relatives*: Crazy old uncle passed on tale of lost treasure.
06.  *Wooing Reluctant Lover*: Still unconsumated.
07. *Composing Verses*: Perhaps heroic epic of own deeds.
08. *Hunting*: New fur-lined cape and new scar to go with it.
09. *Imprisoned*: Escaped or jumped bail.
10. *Mountain Climbing*: Because it's there.
11. *Illness*: Don't worry, probably not still infectious. Achew!
12. *Gambling*: Now owes several thousand GP to local Thieves Guild.
13. *Reading Eldritch Tomes*: Gain vital clue to present plotline in exchange for diminished sanity.
14. *Training Nephew/Niece*: 1st level in same class and looking for adventure.
15. *Abducted By Grey Aliens*: Hopefully that migraine and/or burning sensation will go away.
16. *Consulting Sages*: Equal chance of vital clue to present plotline or deadly misinformation.
17. *Religious Experience*: Needed some time to figure out what it meant.
18. *Lost In Fairy Land*: Stumbles out of nowhere, unaware that any time has passed.
19. *Honeymoon*: Family of bride insisted rest of party not invited to wedding.
20. *Talking To Treants*: Man those guys talk slow.
21. *Learning A New Language*: Determine randomly.
22. *Hanging Out With Doppelgangers*: "They looked just like you guys!"
23. *Playing Chess With A Dragon*: If he wants to play again, whatcha gonna?
24. *On The Lam*: Due to slight bout of lycanthropy.
25. *Turned Into A Pig*: Try to be nicer to witches in the future.
26. *Pretending To Be The Heir To A Distant Land*: It's a long story.
27. *Sea Voyage*: Probably involving pirates and a treasure map.
28. *At Court*: Gain both an ally and an enemy with clout.
29. *In The Harem Of The Orc Queen*: The less said, the better.
30. *Questing*: Something about a magic ring and a volcano.

## Greg Gorgonmilk & Co.

<http://gorgonmilk.blogspot.com/>

### *Table of Dungeon Funk*

01. *Tomoachan's Insidious Revenge*. Just like the middle-aged man at the barbecue in countless television commercials, the need to . . . you know . . . will happen at the most inopportune time. For our purposes, that time is combat. The afflicted player makes all rolls at a severe penalty unless he opts to "just let go," which will have the effect of immediately attracting every large, carrion-eating monster within a three mile radius. Skillful magic-users armed with some kind of "create food" spell may attempt an "instant fiber" variation. If successful, the now-almost-cured player will have two combat rounds of movement available to him before he is obliged to, er, sit out on this particular melee because of other obligations requiring intense concentration and a really long book. (Next time, think before you drink. Just because it's a [well of standing water](#) in a dark, dank dungeon doesn't make it safe.) [[Bigby's Left Hand](#)]

02. *1d4 Magic Mites*. The character has become a host for microscopic vermin of the eldritch variety. Different from mundane fleas or ticks, however, magic mites feed off dweomer released with magic activity. If the infected character casts a spell, uses a magic rod, ring or staff, or reads a scroll, the fleas imbibe enough dweomer to begin their transformation into gigantic pests. Not only does the spell or scroll fail to have effect, now the character must deal with the gigantic, hideous monstrosities attached to their hide. Roll d6 on the following table to determine the equivalent to what the mite has morphed into: (1) Stirges (2) Giant ticks (3) Giant crabs (4) Carrion crawler (5) Giant centipede (6) Rot grub. Note that DMs should inform the player that their character feels itchy all over when magic mites are contracted, but that there are no penalties to action and the reason is unknown. If the character pays a Sage 100 GP to check, they will find the mites. For an extra 100 GP they will also teach the remedy - bathing in a solution of orc's blood and unicorn piss. Good luck questing for both of those while unable to use magic! Note also that magic weapons and most items are immune due to the contained nature of their dweomer. [[Tedankhamen](#)]

03. *Dungeoneer's Jock Itch*. PC develops an extremely irritating and itchy rash in his or her groin area. *Cure Disease* will remedy this, but otherwise, the condition lasts 1d4 days. The condition is so discomforting that Dungeoneer's Jock Itch sufferers get a -1 penalty to all attacks and actions while the rash persists. [[Carter Soles](#)]

04. *Nose-rot*. Free-floating particulates from the creature's backside have invaded the character's nostrils and begun gnawing into the flesh of his/her nose. Chronic nose-bleeds begin in 1d6 rounds. Without treatment the character's nose will completely disintegrate in 1d3 days, giving him/her that 'skull-faced' look that typifies the veteran dungeoneer (4-6 point CHA loss). Nose-rot can be abated by a *cure disease* spell or the application of cloths soaked in the foetid juice of the black gnostra berry. [G. Gorgonmilk]

05. *Eye Bogies*. A type of fungus/amoeba, the Eye Bogies enter the eyeball (d6: 1-3, the

right eye; 4-6, the left eye) and nest on the retina, where they quickly multiply. Within 1d4 hours, they will have completely covered the retina. From that point forward, the PC's vision in the afflicted eye will be subject to strange visions and hallucinations as the light hitting the retina is filtered through the magical cytoplasm of the Bogies. The nature of these visions can vary, but possibilities include: seeing into the Astral or Ethereal Plane, seeing every living creature as dead and decaying, seeing double, triple, or more, seeing in two dimensions, losing sense of the fourth dimension of time (such that everything appears to happen at the same time), etc. Unless extraordinary precautions are taken, there is a 50% chance per day that the infection will be transferred to the other eye. [[sirlarkins](#)]

06. *The Raging Doom*. During combat, there's often a lot of blood flying round. The Raging Doom parasite is transmitted via blood and once inside its victim makes its way to the gland centres that produce adrenaline and testosterone. For the latter reason, this parasite does not seem to affect females as such; males are its primary vector. Once it has arrived at its target glands, it causes them to produce many times more hormones, causing aggressive and irrational behaviour in its victims. They tend to seek out combat situations and initiate actions that will lead to bloodshed and further transmission of the parasite. The parasite also has a secondary effect inasmuch as it stimulates production of pheromones that act as a signal to nearby predators and other creatures, causing them to home in on the victim's location. This is probably an insurance policy to make sure that there are enemies to fight. In practical terms, this means that anyone infected with Raging Doom will cause a doubling in wandering monster rolls. [[Daddy Grognard](#)]

07. *Tenebrites*. In the very darkest cave pools, there is a parasite that, when it enters its victims, causes their skin to become very photosensitive. Over the course of the following 42 hours, the skin becomes more and more sensitive, taking damage as follows: (0-7) Victim takes damage from full sunshine only, 1d3 hp per round exposed, the skin will begin to flake and blister; (8-14) cloudy days -- the skin will take 1d3 damage per round. The previous category of damage will double; (15-21) twilight -- the skin will take 1d3 damage per round. The previous category of damage will double; (22-28) moonlight -- the skin will take 1d3 damage per round. The previous category of damage will double; (29-35) continual light -- the skin will take 1d3 damage per round. The previous category of damage will double; (36-42) torchlight -- the skin will take 1d3 damage per round. The previous category of damage will double. The parasite will, however, stimulate the sight of the victim, causing them to become progressively better at seeing in poorly lit situations until by the 36th hour, they are able to see extremely well with no light whatsoever. The parasites will leave the body by means of its excrement but short of a *Cure Disease*, there is no real cure once the victim is infected. [[Daddy Grognard](#)]

08. *Flay Mites*. These tiny organisms thrive on sunlight, but in order to get their nourishment, they produce an alarming side-effect. As soon as they enter a host, they begin to spread to all the skin cells on the body. Once they have completely infected every cell, which may well take up to seven days, they start to absorb sunlight and produce a by-product which causes the skin to become invisible. The invisible nature of

the skin actually increases the nutritional effect of sunlight for the parasite, which will continue to produce the substance. The victim therefore takes on the appearance of a flayed body, although he will suffer no other adverse effect. Needless to say, his new appearance will cause considerable alarm and upset amongst those who see it. [[Daddy Grogard](#)]

09. *Luminarium*. A strain of micro-organism that, once inside a victim, stimulates the dermal layers to produce a substance that glows with a vivid brightness (the same effect as Continual Light). The effect of this is that the victim is almost impossible to hide in the darkness of a dungeon environment and of course, achieving surprise is very difficult as well. A rumoured cure is to imbibe a potion made of the crushed glands of Drow Elves. [[Daddy Grogard](#)]

10. *Bite Tongue's Plague*. Originally created by the ancient alchemist Bite Tongue to smite his enemies from afar, BTP is a fast-moving disease which infects the victim's mouth and throat. Those infected with BTP immediately find the inside of their cheeks, their tongues, their gums and their esophagus swelling with small white nodules that seem annoying and painless at first, but eventually burst and emit noxious fumes and fluids, causing much pain. This fluid itself is toxic, and is also the primary method of infection. While infected, the victim loses the ability to speak. Those affected must Save vs. Disease, or become infected and remain mute for 1d8 days, and at the end of that time period, Save vs. Poison or suffer 1d10 points damage. All those within 10 feet of the victim when the nodules burst must Save vs. Disease or become infected. Cure disease spells and potions have a 5% chance of curing the infestation. Otherwise, the only known cure for BTP is gargling this recipe recently discovered written in Bite Tongue's cramped handwriting in a tome stored under a leaky wine cask in the cellar of the Rutting Rooster Tavern in Eastern Opfalkam: 1 owlbear beak, ground to a fine powder 1 manticore claw, crushed 3 drams oil of mistletoe 2 drams oil of oregano 1 flask fortified wine (Anyone can mix this curative--no special knowledge or skill check required.) [[Matthew Schmeer](#)]

11. *The Dishonourable Member*. The victim of this extremely embarrassing disease will not notice any effects until the night following infection. His dreams will be particularly erotic and memorable, perhaps involving a recent conquest or infatuation. However, during these dreams, his manhood acquires a mind of its own and is able to detach itself and go off looking for nearby sleeping females to bother. In its detached state, it is likely to be mistaken for a large slug or invertebrate. It is not particularly fast-moving and can be easily trodden on. However, if this happens, the luckless owner experiences the pain even though he may be some distance away. The dishonourable member will return to its owner and reattach once its nightly business is done, full of smug self-satisfaction. If its owner is woken in the middle of a period of absence, he will realise the awful truth and must save vs WIS or become temporarily insane (either 1d10 rounds or until the dishonourable member is located and reattached) It is said that experienced houris (White Dwarf #13) know a spell or incantation that can cure this affliction. Otherwise, a very strong strapping device may (at DM's discretion) keep the errant part in place. If this is done, there is a chance that the victim may go insane due to overwhelming and unfulfilled carnal urges. [[Daddy Grogard](#)]

12. *Mini Me*. An infestation which triggers an unusual effect if the victim takes any damage. The stress of the wound causes the sufferer to reduce in size over the course of 1d4 combat rounds. He will become the size of (assuming that he is human) 1. Dwarf (4' tall) 2. Hobbit (3' tall) 3. Pixie (2.5' tall) 4. Sprite (2' tall) 5. One foot tall 6. Six inches tall This transformation will last between 1 and 4 hours, whereupon the sufferer will return to his normal size. Note that his clothes, armour and possessions will not shrink. The most commonly known cure for this affliction is to imbibe a potion made from the pulped brains of hill, stone, fire or frost giants (the efficacy of the cure increases with the strength of the giant). However, there is a 10% chance that drinking such a concoction will instead inflict the victim with *Supersize Me*, in which he grows rather than shrinks to the following sizes 1 Bugbear 7' tall 2 Ogre 9' tall 3 Hill Giant 10' tall 4 Fire Giant 12' tall 5 Frost Giant 15' tall 6 Cloud Giant 18' tall The DM may wish to assign a slight risk of any one of these states becoming permanent. [[Daddy Grogard](#)]

13. *Ghosts of Dead Fleas*. These minuscule spectral parasites are nearly invisible, appearing as translucent blue fleas. Their bite is; however, extremely discomfoting and results in an itchy, scaly rash. Those afflicted suffer a -1 penalty to all attacks and actions while the infestation persists. Ghost fleas are semi-incorporeal and are very difficult to remove. Bathing in holy water or having the fleas turned usually clears up the problem. [[The Drune](#)]

14. *Burning Urine*. Reputedly only caused by engaging in the good kind of dungeon-funk (aka Dungeon Lovin'), the true source of this affliction is unknown because no one will admit to doing the deed with the Harpy in Room 3A. 3d4 days after the act, the afflicted will start to urinate pure streams of fire (per Holmes doing 2d8 points of damage per turn) for 2d4 days to follow. Urinating comes randomly and causes the afflict to "fire" in any random direction, the pain causing him to lose control. Also, there is always a chance of "splash back" causing the afflict to burn himself. [[JJ](#)]

15. *The Lucky Shits*. This highly contagious intestinal germ causes the victim to have intense diarrhea for 1d4 days, ultimately resulting in the victim shitting a gold piece. If immediately swallowed upon excretion, the gold piece will permanently increase the victim's DEX and CON by +5 each, but will also permanently lower the victim's INT and WIS by -5 each. If the gold piece is not consumed within one round, it will disintegrate into a fine powder, and everyone in a three-foot radius must Save vs. Disease or be infected with the Lucky Shits themselves. If the victim drinks an entire flask of vinegar before passing the gold piece, a normal copper piece will emerge instead, and the victim's CHR will be permanently raised by +1. [[Matthew Schmeer](#)]

16. *Stirge Styge, or the Blindness of Bats*. Reputed to occur in those who have been exposed to the guano of stirges, this disease initially causes a mild itching and watering of the eyes (for 1d4 days with a -1 to Attack Roll penalty for that time). If the infected dungeoneer remains out of direct sunlight for 72 hours after exposure, they will adapt a infravision of up to 30 feet in distance and not suffer the -4 penalty to hit in complete darkness, if human. If dwarven or elven, they will have their infravision halved (down to

30 feet...) and dwarves will also lose the ability to detect traps, false walls, hidden construction, or notice sloping passages. The disease will cause a blindness in humans, which only becomes apparent when the character returns into the daylight of the surface world (-5 to hit when attacking in daylight). Dwarves and elves will have teary, blurred vision with a -2 to hit in daylight. Any other light source, magical or otherwise, will have no effect on the diseased character's vision. Cure Blindness will result in the restoration of full infravision in elves and dwarves, however: ***If the victim is in direct sunlight when the Cure Blindness spell is cast, the spell will result in the afflicted experiencing extreme blurred and painful vision with a -6 to hit rolls for the next 3 days.*** After 3 days, the -6 penalty will drop to -3 and then decrease by 1 for each day thereafter until their normal vision returns. Cure Disease will only be successful if cast before the afflicted enters direct sunlight. It will allow any dwarves to regain their detection abilities, but not their full infravision. *It will not affect the penalties or bonuses to elven or human vision.* **A Heal spell will remove all the effects that the disease caused and will result in any penalties and/or bonuses being removed, irregardless of when it was cast.** Half-Elves will be immune to the effects of this disease. [biopunk]

17. Roll again with a +10 modifier.

18. *Balding Dandruff*. This annoying disease starts out as a scaly rash on the scalp and brow which develops over 1d4 days. The rash itself is only an outward sign of the disease's manifestation, and the dandruff, while severe, is merely an irritant. However, on the day of full infection, all of the victim's hair falls out. All of it. Even eyelashes. The infected must make a Save vs. Disease, or suffer a -3 to both CHR and CON until their hair regrows to at least a 6-inch length (normal human hair grows at 6 inches per year). Bearded dwarves suffer the penalties until their facial hair regrows to at least a 12-inch length. Halfling thieves suffer an additional -3 to DEX until their top foot hair regrows. If victims are already devoid of body hair, then they just get a bad case of the itchies and suffer a -1 to DEX, CHR, and CON for 1d20 days. The only cure for Balding Dandruff is to lather the scalp and brow with troll dung for 1d4 days. Those applying the cure suffer a -7 to CHR and CON for the duration of the cure, because troll dung is just gross. [[Matthew Schmeer](#)]

19. *The Black Blessing of Nibbith-Abn*. This is often acquired by those dungeoneers who are loathe to remove their helms while sleeping. It manifests as a hazy coin-sized black diamond shape in the center of the sufferer's forehead. If spotted by a companion early on, it may be rubbed off with alcohol. If not spotted by a companion, it will begin feeling odd, much like a sweaty brow, about 24 hours after infection. If rubbed, the afflicted may notice a weird oily ash on their finger. At this point, a Cure Disease will still stop it. Within 1 hour of the 'sweaty brow' sensation, the center of the black diamond takes on a tacky hardened-pitch quality and begins to lose feeling. At this point, only knowledge and ingredients gained in a quest related to the Great Old Ones will reverse the process. Over the next 24 hours, the skin immediately around the diamond shape blackens, peels back, and falls off, leaving a roughly 3 inch patch of open skull, weeping at the edges. The skull shades darker inward to the diamond shape, which remains pitch-like in consistency but shines like jet or obsidian. During this period, the afflicted is



plagued with horrific thoughts: black gulfs and yawning chasms seem to open in the fabric of the world around them; cyclopean non-euclidean ruins; etc. Insanity pts. are garnered if present in the campaign. After this 24 hr. period, the 'wound' stops weeping and is unsightly but 'healed.' (-2 CHR) The Black Blessing now has a life of its own. At will, and for its own purposes, it may extend and grasp as a black tentacle up to a distance of 6 feet. It knows, however, that the death of its host will waste its time, as it will have to wait for its spores to find another living host. [[migellito](#)]

20. *Green Thumb*. One morning, adventurers might awake to discover that one or both of their thumbs are painfully swollen and a light shade of green. Over the course of the day (assuming no magical healing is forthcoming) the thumb continues to swell, becoming unusable. After six hours, the thumb secretes a mucus that quickly hardens while the base of the thumb withers. One hour after this, the thumb falls off. An hour after this, it completes its transformation into a goblin and scurries off into the dark. Although as wicked as the average goblin, the thumb will retain a strange fondness for its former owner. [[Matt](#)]

21. *Stalagmorphism*. The fungus that causes this lives in clusters on the sides of stalagmites and appears to be a slight encrustation that may be anything from a deep red to a warm amber in colour. However, should anyone brush against it, the fungus at once sends out a cloud of spores that, once breathed in, begin to grow in the victim's lungs. They do not kill the victim at once, or even affect the breathing much, although the victim may well develop a hacking cough that could cause problems in a dungeon environment from the perspective of silent movement. What is actually happening is that the fungus is producing a substance which enters the blood and starts to travel round the whole body. As it does so, it begins to affect the body tissues, causing them to swell and enlarge. After about eighteen hours, the victim will begin to resemble more a doughy parody of themselves, at least 50% larger in all aspects except height. Movement will slow considerably, and no clothing or armour will fit. The victim's size will increase by 10% per six hours thereafter until they are too heavy to move. When they sink to their knees, the doughy flesh will begin to calcify and harden; the body will lose shape and harden as it does so until it is very similar to a normal stalagmite. Once the hardening process is complete, the fungus appears on the outside of the new formation. [[Daddy Grogard](#)]

22. *Oil Spores*. Floating in some areas of water is a slimy black oil-like substance that appears to be harmless. It will not burn or sting, and merely adheres to the skin of its victim. A scrubbing with vinegar or lemon juice will be enough to kill it. However, if its victim has any open wounds (in this case, if any combat damage has not been healed completely), the oil-like substance will enter the body and its true nature will become known. It is a colony of tiny spores which secrete the mucus that binds them together. Once inside the body, they will attack the blood, using the cells as breeding grounds to produce more spores. Over the following 12-36 hours (d3 x 1d12) the victim will begin to turn grey as his blood becomes steadily more and more oily. He will die at some point within those 12-36 hours unless a *Cure Disease* is carried out. No wounds he has sustained will heal and after a while, they will begin to weep black oil. [[Daddy Grogard](#)]

23. *Crave Fungus*. When disturbed, this fungus shoots out a cloud of spores. If any person inhales these spores, they become filled with a strong hunger for the fungus (save vs. poison to avoid this effect) and are driven to consume as much of it as possible, of course disturbing it and causing the release of more spores. The fungus, once inside a human body, will begin to produce more of itself, slowly taking over its host and causing their body to become bloated and distended until it can take no more and bursts, at which point the fungus will finally consume the remaining flesh, forming the basis for a new colony of fungi. A careful examination of the outcroppings of the fungus in this area will show that they are growing on bones and the remains of armour and clothing. Once the fungus is inside the body, only a *Cure Disease* spell will be able to eradicate it. [[Daddy Grognard](#)]

24. *The Writhing Darkness*. These little beauties are black worms about an inch long and need to roll to hit their victim, with a THAC0 of 20. However, if they do hit, they at once burrow into the skin and make their way deep into the body, where they locate the vital organs and lay their eggs within them. The eggs then hatch into tiny larvae that slowly eat the organs away over a period of days, during which the victim sickens and withers. However, he does not die straight away. The worms are more cunning than that. As they eat, the larvae release a chemical into the blood of the victim that causes him to crave immersion in water as a respite from the pain. Once total immersion is achieved, the body bursts open and the myriad larvae are released into the water. Once the eggs are laid within a victim, only a *Cure Disease* can kill them. Once the larvae hatch and begin to eat, there is little hope although the DM may wish to specify a cure that will halt the deterioration. [[Daddy Grognard](#)]

25. *Undead Head Lice (UHL)*. These little beasties are the animated corpses of common head lice, created when common head lice infect zombies and other contagious undead. They are a common dungeon parasite, sucking the vital fluids of their hosts, but like other undead they cannot breed by normal means. UHL are only present in their adult form. If UHL are present, the DM should roll 1d6 to determine the severity of infestation: (1-2) minimal (10-25 UHL) -- hair loss and rash. -1 to CHAR or CON per length of infestation; (3-4) medium (26-50 UHL) -- hair loss, rash, minor skin decay. 1 hp damage per day if left unchecked; (5-6); massive (51+ UHL) -- undead contagion, save vs. disease. PCs making their save suffer at medium infestation level. PCs failing their save will contract Zombie Leprosy and die in 1d3 days, and will reanimate as Leper Zombies in 1d6 rounds thereafter. If a PC is infested by the common head louse, then it should be assumed that the UHL turns that common infestation into a medium or massive infestation of UHL (the DM should adjust the above table roll accordingly). UHL cannot be turned by clerics, and normal *Cure Disease* spells do not work to cure undead contagion inflicted by UHL. The DM may wish to specify an alternative cure for this contagion. A medium size infestation can only be cleared by shaving all body hair, burning said hair and all clothing worn by the PC, and full immersion of the PC in Holy Water or full body anointing by Holy Oils. Alternatively, a DM may wish to specify a cure, potion, spell, or ritual that will halt the infestation or cure the effects of undead contagion. Those slain by UHL-inflicted undead contagion will reanimate as Leper Zombies in 1d6 rounds. Undead Head

Lice: HD 1; AC 9 [10], Atk 1 (bite); Move 1; Save 187; XP 1/25 Special: disease  
[[Matthew Schmeer](#)]

26. *Magus Worms*. These can be found in the fur of, well, furred creatures. They are harmless, and will enhance magical powers... As long as there's only one group. To determine the effects, roll d4: (1-2) One group. All spells are cast as though the caster is d6 levels higher than they are; (3) Two groups. These will cast any spells that the host knows against each other. What did you say a magic missile does if cast inside someone? (4) 3 or more groups. Effects are as two, but worse. [[C'nor](#)]

27. *Giant Seed Ticks*. The nymph or larval form of the giant tick, these arachnids are about the size of a typical adult tick. A total of 1d6 ticks will attach to the victim. Due to their small size, it is common (75% chance) for the initial bite of these creatures to go undetected. If giant seed ticks are found within the first few hours of attachment, removing them is almost effortless. The ticks; however, will begin drinking their host's blood and rapidly grow in size. During the first 6 hours the victim will lose 1 hp per tick every two hours. After the 6th hour, the ticks will be sufficiently large that they will be noticed by any conscious victim and they may be removed and killed with some effort. Also, at this point, the bites will cause 1d4 hp damage per hour if the ticks are not removed. This situation will be particularly dangerous if the victim sleeps without noticing the ticks. After 8 hours of blood drinking the monsters will be full grown giant ticks (2HD, AC 4, 1-4 damage per round). There is a 50% chance that each tick will transmit to the host Eiglophian Mountain Spotted Fever or some other horrid disease. [[The Drune](#)]

28. *Lich Lichen*. This scaly grey-green malady can be found on any corporeal undead, but is most common with ghosts, wights and lichens. If infected, patches of dry lichen-like growth will begin to show 1-3 days after exposure. After becoming apparent, it will spread rapidly, covering an area equivalent to 1 limb per day. For each day after it starts to show, the victim loses 1 pt. of charisma. For every 2 days of growth, 1 pt. of dexterity is lost as well. Scrubbing with holy water or oil will remove visible lich lichen, but will not cure the disease, with more growing visibly again in another 1-3 days. Only a Cure Disease spell will end the infection. After becoming apparent, flakes will fall from the skin regularly, and anyone coming in contact with these risks infection as well. Those familiar with the infection will advise against picking or peeling the dry scaly lichen. Although it will painfully (1hp per 1/2 limb peeled) separate from the raw, pus-covered skin beneath in big chunks and sheets, these will then surprisingly animate in 1d4 rounds, attacking the nearest animal life as a 1hd creature. The shape of the area peeled off might have an effect on combat. If allowed to entirely cover an individual, lich lichen will then turn inward, killing the victim in 1-3 days. They will thereafter rise as an infected ghost after a further 1-3 days, unless burned or otherwise entirely destroyed. Mere dismemberment will result in a multitude of the 1hd creatures instead. [[migellito](#)]

29. *Stray Neurons*. The chaotic neural fibres of dungeon monsters are rarely content to stay put inside a single skull, and may leak out of a monster's ears, eyes or nose. Characters coming into contact with these sticky secretions have 1d2 rounds' grace period

to try and wash them off before the stray neurons make for the nose and enter the character's brain. There they will gestate for 1d4 days, before beginning to take over. Ever subsequent day the character must make a saving throw against poison, with failure indicating that the monstrous neurons have become dominant that day, causing the character to behave as if he or she were the monster which 'donated' the stray neurons. The save operates on a daily basis, meaning that the character may behave normally some of the time. *Cure disease* kills the stray neurons but has a 50% chance of permanently reducing the character's Int by 1d6 points. A *regeneration* spell allows the character's native neurons to destroy the invaders and returns the brain to normality. [[Gavin](#)] *Mind-fever*. This foul affliction destroys all links of the brain to the muscles, save those needed to sustain life. The victim must make a save vs. petrification or be trapped within themselves. [[C'nor](#)]

30. Roll twice more, combining results.

## **Zzarchov**

<http://zzarchov.blogspot.com/>

### **Leading Questions Background Generator:**

01. How did they die when you were supposed to be on watch?
02. Why can you never return home?
03. Why is the frontier the only place you can make a new life?
04. Who killed your teacher?
05. Why does your family disown you?
06. Why does your brother disown you?
07. Why does your sister disown you?
08. What crime do they say you committed?
09. Why do you despise your parents?
10. Why are you so unsettled by open water?
11. How did you get that scar on your face?
12. How did spending a month scavenging change you?
13. How do you feel knowing that someone died saving your life?
14. Why were you so terribly and nigh fatally bored with your lot in life before?
15. Who gave you that trinket?
16. Why do you feel the need to always keep a razor hidden on you?
17. How did it feel to finally stand victorious, if only barely, against your old rival?
18. Why did you kill the bandit?
19. Why didn't you kill the bandit?
20. How did jail change you?
21. Why did you enlist in the military?
22. Why did you run away from home as a child?
23. Why does your home town love you?
24. Why would your old job take you back in a second?
25. How does it feel to wake up and know you have saved dozens of lives?
26. Why are you welcome any time in the wealthy merchants home?
27. Does it bother you that they named a school after you?
28. What was your near-death experience like?
29. Why did you give all of that money back?
30. Roll twice more, answer both

***And now for something completely different: Order of the D30 random background generator***

01. *Polymorphed Chipmunk*: You are the result of testing a wand of delayed polymorph. You've been a person for two years now and are still trying to get things down pat.
02. *Rightful Heir*: You are the rightful heir to a minor nobles throne. Of course you are currently heir to a much better throne as long as your cuckolded 'father' doesn't find out.
03. *Rabbit Warrior*: Trained in isolation by a druidic cult since you were a baby, you are one of the seven animal warriors. The eagle warrior, the bear warrior, the wolf warrior, the viper warrior, the lion warrior and you. Truth be told they are all \*#\$%'s to you and make fun of your rabbit suit that you wear, so you've decided to strike out on your own.
04. *Go-Getter Undertaker*: You completed your undertaker apprenticeship, problem is there isn't enough work for all the existing undertakers. Being an impatient sort you decided to generate some business.
05. *Thog*: You are Thog, Thog Not Speak word with more than one Sy..sy..sound.
06. *Klingon*: K'Plah!
07. *Emo*: You're middle class parents didn't get you, so you eventually left your room (Rent? As if!) and took your chances in the greater world. You tell everyone your name has the word dark in it.
08. *Penitent Clown*: Your whole life was one of dignified academia, you struggled to be valedictorian in clown college..but then a pie related accident due to your own negligence killed over 40 nuns and orphans, now you are a self-flagellating clown, destined to atone for your one error.
09. *Jo the Temp*: You were just supposed to run some errands for the day until the regular got back, this...this seems like a lot more than you signed on for.
10. *World's Worst Mime*: Your propensity to announce everything you are doing loudly has made it hard to find work as a mime. Adventuring is the only work you can get.
11. *Elvis*: A freak accident in the time space continuum warped you into this bizarre realm, now you are just trying to do the best you can.
12. *Dr. Sam Becket* : You have leaped into this body, and need to set things right where once they were wrong. Hopefully Ziggy will have some more advice.
13. *I Drew the Knight*: Someone drew the Knight in a *deck of many things*, but then died of a heart attack. You have no history before yesterday.
14. *Cliche*: Your parents really WERE murdered by orcs and you really DO have a psychological condition where you trust anyone you meet in a tavern who wants to go on adventures with you. This makes you really sensitive when you think others are faking your conditions.
15. *The copier is like really broken*: While trying to fix the copier at work, you left the accounting department and wound up here.
16. *From Oz*: The freak tornado that through Dorothy in Oz? It threw you here 20 minutes ago.
17. *From the other Oz*: Those prison officials really should have confiscated your RPG books earlier, with the help of your character Blackleaf you learned magic and teleported here.
18. *TRANSFORM AND ROLL OUT*: While it in no way impacts your stats, you are a transformer, you can transform into +1 crossbow in a full round.

19. *Vampire Slayer*: An accident in the early 90's warped you from the USA to this bizarre realm. Time to fight evil and make 90's pop culture references chosen one.
20. *Normal Guy*: You are actually pretty normal, your parents are alive you had several well adjusted siblings and you really don't have a lot to complain about.
21. *Last of the the Taarakians*: You've got wickedly awesome knockers. I hope you're playing a girl character.
22. *Mel Gibson*: You are any one of Mel Gibson's characters transported to this fantasy realm, with the caveat that for some reason you are really well adjusted and think this is a normal switch.
23. *Cat*: You are an anthropomorphic cat, you talk, somehow manipulate objects as if you had fingers and are yet still able to poop in a box. As a magical side effect, no one seems to find it odd that you are a talking intelligent cat and they will alternatively treat you as either a person, a pet or both.
24. *Deformed Orc*: You are a hideously, hideously deformed orc; your tribe has shunned you and you have fled for human lands. Oddly enough the deformity makes you look like an attractive human. You find the sight of yourself revolting though.
25. *One and a Halfling*: Although you insist you are a giant and powerful Halfling, you seem just like a kind of short guy. You are beginning to wonder if you are crazy or everyone else is.
26. *An illusion*: You are actually just an illusion, and people could disbelieve you if they had any reason to. You are determined to make sure that everyone doesn't disbelieve you at once, then you might stop existing..
27. *A towel*: You are an anthropomorphic towel. You are truly the worst character ever.
28. *Disney Princess*: You are a Disney princess of your choice. Somehow your happily ever after was stolen from you and you ended up here. While you do want to get back, you are noticing you can do things that were physically impossible before..like curse..or be unladylike in any manner..
29. *Which one is real?:* You have the same background as the player seated to the left EXACTLY the same.
30. *Uh oh*: You rolled a d30 to check your characters background and ended up having your mind transported into their body in the fictional game world. Crap, the GM loves TPK's too.

## **Matthew Schmeer**

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### ***d30 Table of Unusual Potion Ingredients To Start a Quest***

01. Ground Owlbear beak
02. Crushed Manticore claw
03. Three hairs from a Wererabbit's tail
04. Medusa venom
05. Water Naga's fingernail
06. Sixteen drams of castorberry oil
07. Troll ash
08. Seven flakes of rust from a defeated sentient weapon
09. Tail feather of an albino crow
10. Gnoll dung
11. Father of pearl
12. Leg of a Giant Centipede
13. Orc urine
14. Hobnail from a boot of Elvenkind
15. Gargoyle's tooth
16. Eight grains of dirt from a Vampire' coffin
17. Four dead ale wives
18. The gizzard of a Purple Worm
19. Two drams of drool from a Shadow Mastiff
20. Moss from a Huorn's uppermost branch
21. A Xorn's stomach (intact)
22. A string from a Grig's fiddle
23. Dust from a Lich's tomb
24. Three drops of Minotaur sweat
25. A Dryad's kiss
26. A bleeding stone
27. Assassin Vine sap
28. Dew from the Undermountain
29. A scab from a virgin's hand
30. Centaur hoof trimmings



## Christopher B

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### *Captcha-Inspired Henchmen*

01. Nomap - Whatever you do, don't let this guy serve as your dungeon mapper.
02. Slymes - Ask this guy about his collection. Go ahead - I dare ya!
03. Laziboi - Good luck getting your money's worth out of this guy.
04. Suxplode - Ask him about his John Belushi imitation.
05. Perpo - Keep him away from your valuables.
06. Purvo - Perpo's bro - keep him away from your women.
07. Scench - Better stock up on those little pine-tree air fresheners before the next dungeon crawl.
08. Mytopy - The lowest paid wilderness scout in history.
09. Satedd - She spends a lot of time lying in bed, smoking cigarettes.
10. Skidwo - The lowest paid wagon driver in history.
11. Pookase - Don't ask him what he keeps in that stinky wooden box - he just might show you!
12. Hatearbl - "What's an 'arbl'?" you ask? Get ready for a five-hour diatribe...
13. Frothlot - The town's token madman. Works for free for anybody that's ~~stupid enough~~ willing to take him on.
14. Hylybagi - Is there anything that guy can't hide in the folds of his clothes?
15. Knoknoc - The jokes never cease...
16. Ablepa - He may be older than dirt, but he can get the job done.
17. Siness - Says she a princess whose royal family has been exiled from a foreign land. She just "entertains" to keep food on the table.
18. Ashnudg - One of those guys who sits in silence, poking the edge of the fire with his toe.
19. Cutm - Don't cross this guy or you may wake up one morning a little short on genitalia.
20. Zipnada - She's hot, but the temperature drops to absolute zero when she's nearby.
21. Cupical - She's always trying to play matchmaker for the party members.
22. Edgerts - His skin looks a little loose. "Is this better?"
23. Frigno - Don't make him angry - you wouldn't like him when he's angry.
24. Nuturt - When he's not complaining about his "discomfort," he's "adjusting" himself.
25. Dialises - I got nothin'. But the name's just too good not to include in this list.
26. Bootia - Henchwoman. 'Nuff said.
27. Crefufio - Was a top interior designer before the bad economy forced him to take up henching.
28. Dicro - Claims to be well endowed. To prove it, he often tells a story about being adrift in a rowboat with no paddle.

29. Unksel - Has a hereditary, ubbi-dubbi-ish speech impediment. Ask him about his nsieces and nsephews.
30. Greenicci - Not sure what she's got, but it's emerald-hued and highly contagious.

### ***More Captcha-Inspired Henchmen***

01. Loghfu - He's deadly when wielding firewood.
02. Heetmed - He's a little dyslexic and a lot dumb.
03. Obulent - What? It's a perfectly prominent name.
04. Nutjahb - He's not crazy - his mother had him tested.
05. Prias - Between meals, he can walk twice as far as any other henchmen.
06. Cherrip - His pants have tears at the top of each pant leg. You don't want to be behind him when he bends over.
07. Soccineye - He's a little confrontational, and every argument ends the same way.
08. Ozoan - She's just a little spacey.
09. Gyrojigli - She's out to prove that there's nothing wrong with heavy belly dancers.
10. Subhort - If your fellow PC's are cohorts, this is a perfect name for a henchman.
11. Uriastoses - I don't know what it is or how he caught it, but it doesn't sound like fun. "God, my penis hurts when I urinate."
12. Biltslo - He's a loyal henchman, but don't let him set up the tent - you'll be waiting all night.
13. Tredo - He has a "thing" for saplings.
14. Miasmer - He's surrounded by a perpetual cloud of stink. Keep him away from the pork and beans.
15. Dismor - Keep him away from any depressed party members, lest they become suicidal. "It'll rain, I shouldn't wonder."
16. Mingdula - She henches to pay her way through med school, so she can become a brain surgeon. "It's right below the cerabulum, which is near the omnipitol globe."
17. Arthur - He henches to pay for part-time accounting classes. His battle cry: "Not the face! Not the face!"
18. Seisit - He moonlights as a motivational speaker.
19. Outamybloni - He's very protective of his lunch meats.
20. Phertawl - Keep your less chaste party members away from her, unless they want children.
21. Explorco - He keeps pitching his plan to create an LLC and turn the party into a franchise.
22. Bermen - Explorco's partner, has plans to expand the franchise until people are so sick of it that they're ready to puke at the mere mention of its name.
23. Whaman - He has a tendency to repeat the last syllable of each sentence. Be sure to wake him up before you go go.
24. Tonibazl - She's too old to dress like that, and she has a stalkerific thing for some guy named "Mickey."
25. Undic - He's an abrasive henchman from France.
26. Amega - He was once more popular than his father, the Commodore, and his grandfather, Vic, but has since become obsolete in the henching field.

27. Hemshic - He has some *fabulous* ideas to modernize the party's "drab and lifeless ensembles."
28. Ploshie - He always wears furry animal skins, and has a "thing" for others who do the same.
29. Imaterd - Sorry, my brain froze on this one; believe it or not, that's a letter-for-letter lift from Captcha.
30. Deend - Dat's it - dat's all she wrote.

## Essay: The Big d30 House Rule in Action

### *A Review of Our d30 House-Rule, One Year Later*

By Spawn of Endra

As Carter mentioned our Ara Campaign just passed its first anniversary, and we're looking back on some game features and goings-on to see what we've been through, what has worked or hasn't (or wasn't used), and generally reflecting on things. One of the more powerful and interesting house-rules that Carter devised for this campaign is the "d30 rule":

*Once per session each player may opt to roll the referee's d30 in lieu of whatever die or dice the situation normally calls for. The choice to roll the d30 must be made before any actual rolling has occurred. The d30 cannot be rolled for generating character statistics or hit points.*

Pretty cool. Also pretty generous. I wonder how many DMs out there would give this to their players? I did note the other day that Michael Curtis posted cards that he rewards good players with that allow them to replace a d20 (to hit or save) roll with a d30. Clearly this makes some nearly impossible attacks possible (say, if you need an 18 to hit, the chance of success goes from 15% to 40%). But replacing *any* roll is way more potent, and as we will see our party has gotten pretty savvy with the d30.

Before getting to the data, let me note that: ROLLING A D30 IS FUN. As PCs we spend the whole 4-hour session with that roll in the back of our minds, usually trying to save it for when it's really needed, and this (I think anyway) raises awareness both tactically and strategically, which is good for game play. It also makes us think of new ways to use it, which fosters closer readings of the rules and better understanding of game mechanics, even if it's just to get an edge. But ultimately, d30 dice *feel good* to roll. They're big, they roll well, are indecisive as they come to a stop, and to quote Mr. Goldfinger, they have a Divine Heaviness! Bitchin'.

**Results:** So with Carter in town last weekend we gathered what data we had on the use of the d30 for the last year, which is tabulated on the nearby table by session.

This data is not complete, but is probably fairly representative of d30 use over the last year. (I also had grandiose fantasies about plotting this out in Tufte-esque clarity, but I, like several of you, have a f#%\$ing dissertation to write.) The most striking feature is that while the first 8 uses are to replace damage rolls, after Uncle Junkal's first use of it to charm an Ogre the play becomes more dynamic. As Bard-1 (using Brave Halfling's Bard), UJ turned a ~1 in 4 chance of success into a 2 in 3 chance of success.

Unfortunately the ogre was immediately killed by a needle trap in a doorknob, but it indicated the potential for the d30. I believe UJ's player had been studying this very closely, waiting for the opportunity to pull this off. It has been used several time since, so that now the party has a "sonofabitching Rock Troll" (to quote Carter) as a deadly and

reliable member (from Session 11).

Inspired by that, I (in the form of Innominus the Follower of Endra, a Cleric) then replaced the d30 to roll for Turning Undead, and a few sessions later applied it to the damage roll for Cause Light Wounds. That means Cleric-1 can grab a fool and *without rolling to hit* deliver some serious wrath of their deity. This helped against a Roc and some other undocumented wilderness random encounter. After that, more Turning Undead, notably 2 Wraiths that were after UJ for a *Death Frost Doom* artifact who got critically turned on a natural 30 in Session 17 (my notes say “Super-turned like a cheap trick! It hurts!”).

A few saves were also made in Stonehell by Hazel and UJ, and when losing the roll may have meant death, the d30 calls to you. But the d30 *tour de force* was pulled off by Hazel casting *Sleep* and Innominus casting *Hold Person* under an *invisibility cloak* with d30 for HD and number affected, respectively, in the midst of a hobgoblin encampment. 19 of about 40 enemies were knocked out before blood was shed. We accomplished our mission with panache and were flipping the bird at foes like the gesture was going out of style.

**Analysis:** It could be that rolls for d30 weapon damage were recorded less often as time went on, and are under-represented in the table, but I don’t think that explains the shift (generally) away from using the d30 for weapon damage after about Session 6. For low-level PCs that have other abilities (spells, charming, etc) or that need help with saving throws, the d30 roll is where, essentially, miracles can happen. When Innominus grabs the Roc that shredded yet another NPC to bits and delivers 25 HP of *Cause Light Wounds* wrath, that’s divine intervention. The Saves vs. Poison or Paralysis are the same thing. We don’t talk about it that way, but the idea is there’s something or someone looking out for you, giving you a break. Do with that what you will as far as campaign cosmology and worldview.

The other thing of note, going back to Mr. Curtis’ reward cards, is that we have no record of anyone choosing to use the d30 *to hit*. I recall in the early session we debated whether to use the d30 to hit or for damage, and the greater upside for more damage prevailed (e.g., you could hit with a 29 and still end up doing 1HP damage on a crappy roll ... better to not waste the d30 on that, because you’re always going to have another chance to hit in most combats). I would guess that most of Mr. Curtis’ chits have been turned in for saving throws.

And finally, I’ll point out that there are many sessions where PCs don’t use their d30 roll, sometimes because we’re in town, but in dungeons often PCs hold it back so long that there’s never an opportunity to use it. Carter himself probably went for 2-3 months forgetting to roll *his* d30.

**Conclusion:** I love the d30. I’ve always wanted it to be one of the active, central dice of D&D. I stole one of the first d30s I ever saw from a store in a mall back in the day in 1983 or 1984. I probably could have bought it, but I didn’t. It was too awesome for me to

leave and go back home to get the money for it. I wanted it at that moment. And so it became mine. Now I eschew petty theft, but my passion for the d30 remains. I really like this house-rule, personally, because it has many unintended consequences and their results elucidate game mechanics. The punishing (or austere) DM won't want this, or will start throwing deadlier foes at the PCs (Carter's approach recently). But the DM that likes to give out some FUN with the potential for total failure might get ready to roll with the d30.

Sesh	PC	roll for	ext.	Mean/ Target #	normal die (dice)	Result
2	Innominus	damage	sling	2.5	1d4	29 (aka "Sling of Madness")
2	Hazel	damage	sword	4.5	1d8	beheaded 2 orcs
3	Uncle Junkal	damage	oil flask	4.5	1d8	20, incinerated 3 orcs
3	Barbarella Bootay	damage	crosssbow	4.5	1d8	...
4	Innominus	damage	...	...	...	...
4	?	damage	...	...	...	...
4	Uncle Junkal	damage	oil flask	4.5	1d8	16
5	Hazel	damage	...	4.5	1d8	23
5	Uncle Junkal	Charm Person (B1)	...	23	d%	Charms Ogre
6	Innominus	Turn Undead (CL1)	wight, ghoul	11	2d6	15 (all undead turned)
6	Uncle Junkal	damage	oil flask	4.5	1d8	21 (kills wight and ghoul)
9	Innominus	damage	mace +1	4.5	1d6+1	18 vs. Sabertooth Cat
10	Innominus	Cause Light Wounds	...	4.5	1d6+1	25 vs. Roc
11	Innominus	Cause Light Wounds	...	4.5	1d6+1	5
11	Uncle Junkal	Charm Person (B2)	...	27	d%	Charms Rock Troll
13	Innominus	damage	sling	2.5	1d4	9
13	Uncle Junkal	damage	dagger	4.5	1d6+1	18
14	Hazel	Save vs. (F2)	Poison	12	1d20	saved
15	Uncle Junkal	Save vs. (B/T2)	Paralysis	13	1d20	saved
15	Innominus	Turn Undead (CL3)	mummy	11	2d6	Mummy turned
16	Uncle Junkal	damage	...	...	...	...
17	Innominus	Turn Undead (CL3)	2 wraiths	9	2d6	30 (critical) Turned B-8-zi
22	Innominus	Hold Person	# held	2.5	1d4	3 Rock Trolls Held
22	Dak	damage	battle axe	4.5	1d8	...
23	Uncle Junkal	Charm Person (B4)	battle axe	30	d%	Charms Stone Giant
24	Dak	damage	...	4.5	1d8	27
25	Innominus	Hold Person	# held	2.5	1d4	21 (5 saved)
25	Hazel	Sleep	# HD asleep	9	2d8	8 (3 held)
25	Uncle Junkal	Charm Person (B4)	...	30	d%	Charms HG General
26	Innominus	Cure Light Wounds	...	4.5	1d6+1	28
26	Uncle Junkal	Charm Person (B4)	...	30	d%	Charms Officer of Prince Arkus